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Amendments to the Claims

1. (Currently Amended) A method comprising:

creating a scaled-down representation of application input data to a compute-intensive application to determine costs to run the compute-intensive application;

calculating a computing requirement based on the scaled-down representation;

calculating a turn-around time and an actual cost to a customer to run the compute-intensive application with the application input data, on one or more processors, based on the calculated computing requirement; and

sending the turn-around time and the actual cost to the customer's client software.

2. (Original) The method of claim 1 wherein the compute-intensive application is to perform computer graphics rendering.

3. (Original) The method of claim 1 wherein the compute-intensive application is to perform logic simulation.

4. (Currently Amended) The method of claim 1 wherein the scaled-down representation of the application input data is generic to a class of applications.

5. (Currently Amended) The method of claim 1 wherein the scaled-down representation of the application input data includes the geometry, lights, number of triangles, textures, shading method, camera, ray-tracing, anti-aliasing, and motion-blur of an underlying scene.

6. (Previously Amended) The method of claim 1 wherein the turn-around time and actual cost are transmitted over an internet to the customer's client software.

7. (Cancelled)

8. (Currently Amended) The method of claim 7 1 wherein the compute-intensive application is to perform logic simulation wherein and the actual cost is provided to the customer in terms of cost per the input units are logic gates.

9. (Currently Amended) The method of claim 7 1 wherein the compute-intensive application is to perform computer graphics rendering wherein and the actual cost is provided to the customer in terms of cost per the input units are image frames.

10. (Currently Amended) A system comprising:

an application-specific module to scan one or more input data files to a compute-intensive application and to collect statistical information to determine computing costs to run the compute-intensive application;

a heuristic modeler module coupled to the output of the application-specific module, to calculate a computing requirement; and

a run-time calculator module coupled to the output of the heuristic modeler module, to compute a turn-around time and an actual cost to run the application on one or more processors.

11. (Original) The system of claim 10 wherein the modules are to communicate with each other over an internet.

12. (Previously Amended) The system of claim 10 wherein the statistical information comprises a scaled-down representation of the input data files to include the geometry, lights, number of triangles, textures, shading method, camera, ray-tracing, anti-aliasing, and motion-blur of an underlying scene.

13. (Currently Amended) An article of manufacture comprising:
a machine readable medium containing instructions which, when executed by a processor, cause a machine to perform operations comprising:
calculating a computing requirement based on a scaled-down representation of application input data to a compute-intensive application to determine costs to run the compute-intensive application, the representation having been created at a customer's machine;
calculating a turn-around time and an actual cost to the customer to run the compute-intensive application with the application input data, on one or more processors, based on the calculated computing requirement; and
providing the turn-around time and the actual cost to the customer's client software.

14. (Currently Amended) The article of manufacture of claim 13 wherein the medium includes further instructions to create the scaled-down representation of the application input data as being generic to a class of applications.

15. (Currently Amended) The article of manufacture of claim 13 wherein the medium includes further instructions to create the scaled-down representation of the application input data as having the geometry, lights, number of triangles, textures, shading method, camera, ray-tracing, anti-aliasing, and motion-blur of an underlying scene.

16. (Currently Amended) The article of manufacture of claim 13 wherein the medium includes further instructions to enable the scaled-down representation of the application input data to be received over an internet from the client software.

17. (Original) The article of manufacture of claim 13 wherein the medium includes further instructions to enable the turn-around time and actual cost to be transmitted over the internet to the customer's client software.

18. (Cancelled)

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19. (Currently Amended) The article of manufacture of claim ~~18~~13 wherein the medium includes further instructions to calculate the <u>actual</u> cost in terms of ~~input units being~~ <u>cost per</u> logic gates.

20. (Currently Amended) The article of manufacture of claim ~~18~~ wherein the medium includes further instructions to calculate the <u>actual</u> cost in terms of ~~input units being~~ <u>cost per</u> image frames.